

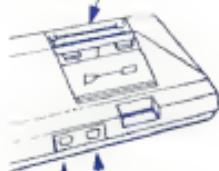
Wonder BoyTM

in Monster LandTM



SEGA®

Insert Mega Cartridge
Mega-Cartridge einschieben
Insérez la cartouche Mega.
Introduzca el cartucho Mega
Inserire la cassetta Mega



Control Pad #2
Steuerpult 2
Bloc de commande #2
Teclado de control nº 2
Tastiera di comando No. 2

Control Pad #1
Steuerpult 1
Bloc de commande #1
Teclado de control nº 1
Tastiera di comando No. 1

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the WONDER BOY™ IN MONSTER LAND cartridge in the Power Base (shown below) as described in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge and try insertion again.

IMPORTANT:

Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™.

For one player only: Push the START Button on Control Pad #1.

The Wonder Boy Story

A long, long time ago there was a very young boy by the name of Bock Lee Temjin. His friends just called him Tom-Tom.

One day he and his best friend Tanya were playing when the evil King came, grabbed Tanya, and took her away to his woodland kingdom.

Tom-Tom was very angry. He wanted Tanya back, so he set off to rescue her. He looked everywhere. He traveled through deep forests, dark caves and even across oceans. Eventually he found the woodland kingdom, fought with and defeated the evil King, and rescued his girlfriend Tanya.

Word of Tom-Tom's daring and courageous adventure soon spread throughout Wonder Land. The people were very proud of him and gave Tom-Tom the highest honor of all the legendary name of Wonder Boy.

With the evil King defeated, Wonder Land returned to its original quiet and peaceful state.

But nothing lasts forever.....

The Story Continues

Eleven years have gone by. For over one decade the kingdom of Wonder Land was a paradise. Everyone and everything lived in harmony together.

The peace was broken when a ferocious fire breathing dragon appeared out of nowhere and took over Wonder Land with an army of evil, monstrous henchmen. Wonder Land was immediately thrown into utter chaos.

Not knowing how to fight, the people were quickly taken over and the tranquil and serene kingdom was transformed into a land of demons and devils.

Wonder Land was now a Monster Land.

The terror-stricken people could do nothing. But they remembered a brave lad who, years before, had single-handedly come to the rescue.

Would he help the kingdom again?

"Wonder Boy, eleven years later"

Wonder Boy, now a teenager, was summoned. Realizing that he was Wonder Land's last hope, Wonder Boy set out on an incredible journey to rid the country of the demons and monsters... and to somehow find and destroy the invincible, evil MEKA dragon!



The Twelve Locations in Monster Land

There are twelve different locations in Monster Land through which you, as Wonder Boy, must travel. Each location has its own special beauty, valuable treasures, deep dark secrets, and hideous monsters. So be prepared for anything and everything. And remember your vow to destroy the dragon!

- ① City of Wonder Land
- ② Valley of Peace
- ③ Wizard's Castle
- ④ City of Baraboro
- ⑤ Mam Desert
- ⑥ Pyramid of Sphinx
- ⑦ Pororo Islands
- ⑧ Village of Cacti
- ⑨ Floating city of Tonnovia
- ⑩ Ice Castle
- ⑪ Undersea Kingdom of Catfish
- ⑫ Labyrinth of No End



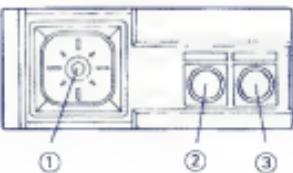
Taking Control

① DIRECTIONAL BUTTON
(D-Button)

② BUTTON 1
③ BUTTON 2

The Directional Button (D-Button)

- When Pushed UP:
Wonder Boy knocks on door and enters inside.
Wonder Boy climbs up ladder.
- When Pushed DOWN:
To use bombs, magic or special equipment.
Wonder Boy climbs down ladder.
- When Pushed LEFT or RIGHT:
To move Wonder Boy in that direction:
To select from among various items in a room.



Button 1:

- To attack with your sword.
- To buy an item in a room.

Button 2:

- To make Wonder Boy jump.
- To quickly skip through the story in a room.

Pause Button on Power Base:

- To switch from main screen to status screen.

Getting Started

Press Button 1 to start the game.
When the game begins, you will see this screen:

- ① Score
- ② Life Heart Meter
- ③ Amount of Gold
- ④ Hourglass Timer
- ⑤ Weapon Type



MAIN SCREEN:

On the main screen you can keep track of certain key items as you play the game:

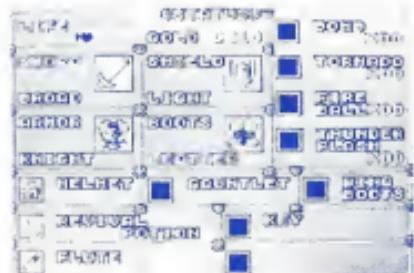
• **SCORE:** As you defeat the various monsters you encounter you get points. Also if you pick up any hidden treasures along the way your score will increase. Points are important as you will get an additional Life Heart when your score reaches 100,000, 200,000, 300,000 and 400,000 points.

• **LIFE HEART METER:** The life hearts show the amount of energy you have left. You begin the game with 5 red hearts. Whenever you touch an enemy, get shot, or fall into the sea of lava or mountain of needles you will lose a portion of your energy. When all of your life hearts turn black, the game is over.

- **AMOUNT OF GOLD:** Gold is the type of money used in Monster Land. With enough money you can buy needed weapons, magic or even extra life heart energy. Some money is hidden. Look for it in unusual places.

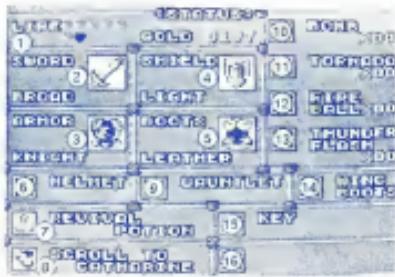
- **HOURGLASS TIMER:** Like in real life, everybody's 'sands of time' is limited. When all of the sand passes from the top to the bottom of the hourglass you will lose a part of a life heart. So don't move too slow! Time's a wastin'.

- **TYPES OF WEAPONS:** The number of different types of weapons and magics that you have are displayed here. The Status Screen shows the actual items which you have.



STATUS SCREEN:

1. Life
2. Broad Sword
3. Knight Armor
4. Light Shield
5. Leather Boots
6. Helmet
7. Revival Potion
8. Scroll to Catherine (by showing this listed item the game players will have a subtle hint as to an 'important' item they should look for).
9. Gauntlet
10. Bomb
11. Tornado
12. FireBall
13. Thunder Flash
14. Wing Boots
15. Key
16. Letter to Betty (like the scroll to Catherine, the sharp player will catch this subtle tip).

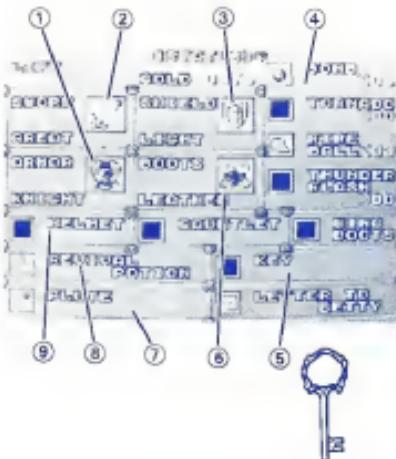


- ① Strength of Armor
- ② Strength of Sword
- ③ Strength of Shield
- ④ Magic Weapons
- ⑤ Key to Unlock Door to Next Location
- ⑥ Type of Boots
- ⑦ Special Items of Importance
- ⑧ Magic Potion
- ⑨ Special Equipment

You can see all of the items in your possession by calling up the Status Screen. This can be done by pressing the Pause Button on the Power Base. In this screen you will see the specific type and relative strength of the sword, shield, armor and boots currently in your possession.

In addition, the number and types of Magic Weapons (Bombs, Tornadoes, FireBalls and Thunder Flashes) along with the presence of any Special Equipment (Helmet, Gauntlet Glove and Wing Boots) is also shown.

If you have the Revival Potion, the Key to unlock the door to the next location, or any 'special' item needed in your quest, they are displayed and listed on the bottom portion of the Status Screen.



The Quest Begins

You begin the game with nothing. Fortunately the townspeople are on your side, so to start you off with a fighting chance, the Mayor of the first location will give you a sword and an ancient potion which is said to have the ability to revive a person's life. At least it's a start! But from there on, you're going to have to earn everything you will need.

As you proceed through the various Locations you will run across different items of importance. They include:

TREASURES:

Wonder Boy will get rewarded everytime he defeats an enemy. How he is rewarded varies but it will always be a treasure. With these treasures Wonder Boy can purchase new and more powerful weapons, magic and other items. In addition, hidden throughout the quest are secret treasures. The treasures are described below, but you'll have to find out where they are.

① GOLD

Gold coins will be earned when a monster is killed. It is rumored that the townspeople hid extra gold along the path but nobody seems to know where.

② GOLD WATER JUG - 500 points

If certain enemy soldiers are defeated, special solid gold items will appear. But there is a trick to finding them; so we hear!

③ GOLD NECKLACE - 1,000 points.

The goddess of Amelian is said to have for certain left several of her necklaces near monsters. But which monsters could they be?

④ GOLDEN SCALE - 1,000 points

Truth and justice will always prevail. Where in the world have they hidden the scale?

⑤ GOLDEN MIRROR - 2,000 points

Mirror, mirror, on the wall, where are you hidden, no one will talk.



①



②



③



④



⑤

⑥ GOLDEN HARP - 5,000 points

The harp plays a beautiful tune, some are hidden inside of a goon.



⑥



⑦

⑦ GOLDEN CROWN - 10,000 points

Finding the crown is really tough, kill one twice; said enough.



⑧



⑨



⑩

⑩ HOURGLASS

Hidden in several hard to reach places along the path are bonus hourglasses. Finding one will automatically start yours over from the beginning.

⑨ SMALL HEART

Hearts of different sizes are also hidden along your route. If you find a small heart your life will be extended by that amount.

⑩ LARGE HEART

Occasionally you will find a large heart in your quest. This item is most desirable as it means that you will have one full life replenished.

⑪ GAUNTLET - Cost 20 Gold coins.
If you find the super Gauntlet Glove in a store, buy it as it will double your striking power for a while.



⑪

⑫ HELMET - Cost 25 Gold coins.
Using the Helmet doubles your protective capacity. All good things must come to an end though as the Helmet will disappear if you are attacked several times.



⑫

⑬ WING BOOTS - Cost 30 Gold coins.
When you find the Wing Boots in a store it usually means that you are coming up to a difficult section in your journey. Get them and they will let you fly over obstacles.



⑬

⑭ REVIVAL POTION - Cost 100 Gold coins.
If you have used the potion given to you in the beginning of the game, others are available in some of the shops.

NOTE: If you already have one potion, a second one will not appear until the first one is used.



⑭

⑮ MYSTERIOUS MANTLE
This powerful item can not be purchased in a shop but it is worth looking for as it will temporarily make you invisible to all the evil monsters.

⑯ LETTER TO CATHERINE

Some items can neither be purchased nor found on the trail. Rather, they are freely given. But by whom? And who is Cathy?

⑰ NOTE TO BETTY

Betty tends bar but who wants to write to her? Perhaps someone who works the same time she does?

⑱ FLUTE

Play a tune at a spot with a view, listen now as it comes back to you.

⑲ STAR CHARM

The Star is needed, we'll tell you this, you'll get one try, you'd better not miss.

⑩ HERO'S EMBLEM

Get the emblem as soon as you can, it's not from a woman nor a man.



⑩

⑪ BELL

Hear it ring so soft so sweet, change directions with your feet.



⑪

⑫ RUBY

The Ruby will be your guiding light, if you let it lead you to a fight!



⑫



⑬



⑭



⑮



⑯



⑰

DOORS, SHOPS AND ROOMS

There is more to Wonder Boy's quest than just a path with gold, treasures and a few monsters. In this adventure there are numerous options which are available for exploration.

First, there are dozens of different doors which Wonder Boy can open, enter and investigate.

Some are shops where weapons can be purchased.

Some are rooms where Wonder Boy can obtain valuable information.

Some are traps which contain a powerful opponent.

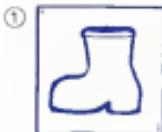
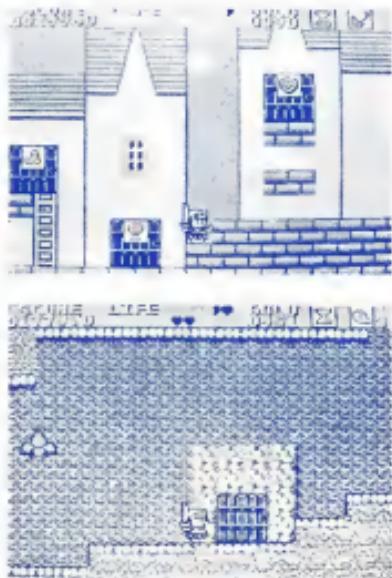
Some are invisible and must be discovered by trial and error. And some will be exits to the next round but can only be opened with a special key which is hidden somewhere in the area.

Shops

Throughout the Monster Land there are shops where many of the treasures and weapons can be purchased. In the beginning of the quest the shops are highly visible. They have large wooden doors and are marked with signs. In these locations the power and influence of the dragon is the weakest and the storekeepers can conduct business as they did in the past.

As Wonder Boy progresses through the Monster Land and gets closer to the dragon, the shops become harder to find and most only have wooden doors. Being closer to the dragon, the shopkeepers are careful about who they serve. In addition, some of the shops have been taken over by the dragon's area bosses and are really traps for unsuspecting visitors.

When one gets even closer to the dragon, the shopkeepers fear for their lives. They still conduct business but their doors are completely disguised and invisible. Only regular customers know where these shops are. Wonder Boy must find all the shops in order to obtain more powerful weapons.



There are four types of shops:

① BOOT SHOP:

Here, if Wonder Boy has accumulated enough gold, boots which allow higher jumping and faster running can be purchased. They include:

Cloth Boots	- Cost 50 G
Leather Boots	- Cost 80 G
Ceramic Boots	- Cost 180 G
Legend Boots	- Cost 350 G

② ARMOR SHOP

In this store armor with more protective power can be purchased. The more expensive the item the less damage Wonder Boy will incur when hit by enemy fire. The types of armor include:

Light Armor	- Cost 40 G
Heavy Armor	- Cost 100 G
Knight Armor	- Cost 150 G
Hard Armor	- Cost 360 G
Legend Armor	- Cost 540 G



③ SHIELD SHOP

Shields protect Wonder Boy from direct fire from his opponents. As Wonder Boy progresses through the different locations the enemy gets stronger and so does the enemy's weapons. Wonder Boy must increase his shield strength to continue to repel the monster's fire. The various shields available include:

Light Shield	- Cost 40 G
Knight Shield	- Cost 120 G
Hard Shield	- Cost 250 G
Legend Shield	- Cost 350 G

④ MAGICAL SHOP

Special weapons and magical spells can be purchased rather inexpensively here. These items can help Wonder Boy in his journey through the corridors or in his fight with the area boss. Items available for purchase include:

Bomb - Cost 10 G
Rolls along the ground and weakens any enemy it hits.

FireBall - Cost 20 G
Flies through the air to attack the monsters.

Tornado - Cost 30 G
It runs around on the ground encircling and attacking the enemy.

Thunder Flash - Cost 50 G
A strong spell. All the enemies in the upper part of the screen are automatically weakened by it.



⑤ ROOMS:

In addition to the shops, Wonder Boy can enter several different types of rooms. In these areas he can get valuable information or assistance. These rooms include:

- TAVERN - It is said that bartenders know everything about everyone. Try a drink or two here and listen to what the bartender has to say about Monser Land.
- FORTUNE-TELLER'S ROOM - As the fortune-teller looks into her crystal ball, listen to what she has to say! Sometimes she can predict what will happen in the future!
- HOSPITAL - If your energy is running low, the hospital is the place to go. Pay a few Gold Coins and your life hearts will all be turned back to red. Also the sand in the hourglass will all be reset back to the beginning.

⑥



⑥ BOSSES AREA:

Somewhere in each round there is one of the Dragon's boss henchmen. If you enter this room the door automatically locks and you can't get out until he is defeated. If you win the battle, you will get either the key to the door to the next location along with money or you will get a more powerful sword. The swords can only be obtained from a battle with a boss and the various types you can get include:

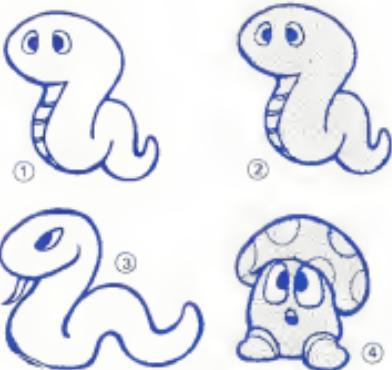
- BROAD SWORD
- GREAT SWORD
- EXCALIBUR SWORD
- LEGEND SWORD



Know The Enemy

In Monster Land you have few friends but plenty of enemies. The various types of monsters which you will encounter include:

- ① SNAKE
200 points
- ② PYTHON
200 points
- ③ ANACONDA
200 points
- ④ MALKONID
200 points
- ⑤ GOBLET
300 points
- ⑥ GOBLIN
300 points
- ⑦ FANG BAT
300 points
- ⑧ VAMPIRE BAT
500 points
- ⑨ EEL WHIPS
200 points



- ⑩ GHOST
30 000 points
- ⑪ JELLYFISH
200 points
- ⑫ SNAPPER CRAB
500 points
- ⑬ ALLEE RAT
500 points
- ⑭ MASTER RAT
800 points
- ⑮ MADMAN
500 points
- ⑯ TARMAN
800 points
- ⑰ ROHPAH
500 points
- ⑱ OCTOPUS
500 points



Besides the monsters, the Dragon has recruited the strongest enemy possible as its end of round bosses. They include:

- ① DEATH MASTERS 2,000 points
- ② KING VAMPIRE 2,000 points
- ③ MASTER MYCONID 2,000 points
- ④ MINI-DEATH MASTERS 1,000 points
- ⑤ RED KNIGHT 3,000 points
- ⑥ MINI-RED KNIGHT 3,000 points
- ⑦ KURACKEN 3,000 points
- ⑧ SPHINX 3,000 points
- ⑨ GIANT KHONG 3,000 points
- ⑩ BLUE KNIGHT 4,000 points





Helpful Hints

- They say money grows on trees. Go for it!
- Every cloud has a silver lining. In this game they are golden.
- If you're running short of time, stop in a tavern. The sands of time reverse
- While in the bar, have 2 drinks rather than just one.
- If you finish a round with all of your hearts red, you will get a 10,000 point bonus.
- Watch the color of the soot on the end of the round boss. It will change from blue to green to yellow to orange and finally to red as you fight with it.
- If you are told in the fortune-teller's room that "THERE IS NOTHING TO SAY.", it is because you missed getting or doing something in an earlier round.

HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

Do not get wet!

Do not bend!

Do not subject to any violent impact!

Do not expose to direct sunlight!

Do not damage or disfigure!

Do not place near any high temperature source!

Do not expose to thinner, benzine, etc.!

• Be especially careful not to stick anything on the SEGA CARD!

• When wet, completely dry before using.

• When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.

• After use, put it in its case.

SEGA®

PRINTED IN AUSTRALIA